Area Code List: By Net Runner

FOLLOWING IS A LIST OF TELEPHONE AREA CODES IN NUMERICAL ORDER. I TRIED TO PUT A CAPSULE DESCRIPTION OF THE AREAS WITHIN THE STATES AND PROVINCES. THE CITY NAMES INCLUDE THE AREA SURROUNDING THE CITY EXCEPT THAT NEW YORK CITY HAS TWO AREA CODES. THE STATES AND PROVINCES WITHOUT ANYTHING AFTER THEM HAVE JUST ONE AREA CODE, I.E. CONNECTICUT, MANITOBA. (BY PHRINGEWARE)

201 NEW JERSEY, NORTHEAST	202 DISTRICT OF COLUMBIA
203 CONNECTICUT	204 MANITOBA
205 ALABAMA	206 WASHINGTON, WEST
207 MAINE	208 IDAHO
209 CALIFORNIA, FRESNO	212 NEW YORK
213 CALIFORNIA, LOS ANGELES	214 TEXAS, DALLAS
215 PENNSYLVANIA, PHILADELPHIA	216 OHIO, CLEVELAND
217 ILLINOIS, MIDDLE	218 MINNESOTA, DULUTH
219 INDIANA, NORTH	301 MARYLAND
302 DELAWARE	303 COLORADO
304 WEST VIRGINIA	305 FLORIDA, MIAMI
306 SASKATCHEWAN	307 WYOMING
308 NEBRASKA, WEST	309 ILLINOIS, PEORIA
312 ILLINOIS, CHICAGO	313 MICHIGAN
314 MISSOURI, ST. LOUIS	315 NEW YORK, SYRACUSE
316 KANSAS, SOUTH	317 INDIANA, CENTRAL
318 LOUISIANA, WEST	319 IOWA, EAST
401 RHODE ISLAND	402 NEBRASKA, EAST
403 ALBERTA	404 GEORGIA, NORTH
405 OKLAHOMA, OKLAHOMA CITY	406 MONTANA
408 CALIFORNIA, SAN JOSE	409 TEXAS, GALVESTON
412 PENNSYLVANIA, PITTSBURGH	413 MASSACHUSETTS, SPRINGFIELD
414 WISCONSIN, MILWAUKEE	415 CALIFORNIA, BAY AREA
416 ONTARIO, TORONTO	417 MISSOURI, SPRINGFIELD
418 QUEBEC, QUEBEC	419 OHIO, TOLEDO
501 ARKANSAS	502 KENTUCKY, WEST
503 OREGON	504 LOUISIANA, NEW ORLEANS
505 NEW MEXICO	506 NEW BRUNSWICK
507 MINNESOTA, ROCHESTER	509 WASHINGTON, EAST
512 TEXAS, AUSTIN	513 OHIO, CINCINNATI
514 QUEBEC, MONTREAL	515 IOWA, CENTRAL
516 NEW YORK, LONG ISLAND	517 MICHIGAN, CENTRAL LP
518 NEW YORK, ALBANY	519 ONTARIO, LONDON
601 MISSISSIPPI	602 ARIZONA
603 NEW HAMPSHIRE	604 BRITISH COLUMBIA
605 SOUTH DAKOTA	606 KENTUCKY, EAST
607 NEW YORK, BINGHAMTON	608 WISCONSIN, MADISON
609 NEW JERSEY, SOUTHWEST	612 MINNESOTA, TWIN CITIES
613 ONTARIO, OTTAWA	614 OHIO, COLUMBUS
615 TENNESSEE, NASHVILLE	616 MICHIGAN, WEST LP
617 MASSACHUSETTS, BOSTON	618 ILLINOIS, SOUTH
619 CALIFORNIA, SAN DIEGO	701 NORTH DAKOTA
702 NEVADA	703 VIRGINIA, NORTH & WEST

704 NORTH CAROLINA,	705 ONTARIO, NORTHEAST
707 CALIFORNIA, EUREKA	709 NEWFOUNDLAND
712 IOWA, WEST	713 TEXAS, HOUSTON
714 CALIFORNIA, ORANGE	715 WISCONSIN, EAU CLAIRE
716 NEW YORK, BUFFALO	717 PENNSYLVANIA, HARRISBURG
718 NEW YORK,	801 UTAH
802 VERMONT	803 SOUTH CAROLINA
804 VIRGINIA, SOUTH & EAST	805 CALIFORNIA, BAKERSFIELD
806 TEXAS, AMARILLO	807 ONTARIO, NORTHWEST
808 HAWAII	812 INDIANA, SOUTH
813 FLORIDA, FT.MYERS	814 PENNSYLVANIA, ALTOONA
815 ILLINOIS, NORTH	816 MISSOURI, KANSAS CITY
817 TEXAS, FORT WORTH	818 CALIFORNIA, ENCINO
819 QUEBEC, RURAL	901 TENNESSEE, MEMPHIS

902 NOVA SCOTIA & P E I 904 FLORIDA, NORTH
906 MICHIGAN, UPPER PENINSULA 907 ALASKA
912 GEORGIA, SOUTH 913 KANSAS, NORTH
914 NEW YORK, WHITE PLAINS 915 TEXAS, WEST
916 CALIFORNIA, SACRAMENTO 918 OKLAHOMA, TULSA
919 NORTH CAROLINA, NORTH & EAST

The Bible of Fraud: By: Sneak Thief

What A Fool I Was!

Looking back on my old file, The Bible of Fraud, I'm almost sickened at how lame I was back then (then again, some people will argue about how lame I am NOW), so this file will attempt to rectify some of the earlier flaws in The Bible of Fraud.

CBI/TRW

CBI and TRW are huge credit verification systems which contain credit information on 125 or so million Americans. If you simply know the name, address, and first letter of someone's street, you can find out their credit card number, and other essential informations. You can see how useful this can be for carders. But TRW and CBI's usefullness does have it's price, however...
CBI and TRW passwords are much harder to find than they were way back when. CBI passwords are echoed back to screen when entered, hence they are not echoed to the business' printer which is usually on during during the procedure. Although many will argue with me, I believe that TRW passwords are. This is as of three months ago, when I shocked myself and friends by finding a print-out with a valid TRW code on it. Shocked, I most definately was. But, TRW is getting greatly worried due to complains from people with their records violated, so it most definately unlikely that they will

keep up the practice. As I mentioned in my earlier file, CBI is generally prefered to TRW by any carder with enough sense to tie his shoes without help from Mommy. The reason for this is simple: TRW is VERY nasty towards anyone in their system! They trace. They prosecute. If someone breaks in while you're on one of these systems and says, "What the HELL are you doing!?" Don't bother hanging up. They've already got you. You could try and BS your way out of it, but I doubt that (by the way, however, it is unlikely that TRW is paying very close attention to most of the ports of their system due to the sheer number of them, but if you dial your local TRW dial-up direct [Never, NEVER do that!] and they break in, your career is over. CBI, according to many people I've talked to, is much less dangerous than TRW, but I doubt that they wouldn't enjoy hauling your ass into court if they caught you. The only really easy way I envision getting a CBI code (other than leeching off of someone else), is to look in the trash for CBI print-outs with the users code written on them (so the idiot using the machine won't forget). This is unlikely, but Metro ever waking up to the fact that they we're being robbed blind was unlikely, also. So, in conclusion, I would just get my hands dirty by trashing, as TRW and CBI codes go dead so fast, they usually aren't worth the trouble you took to get them. On to trashing techniques!

Trashing

If you do not know what trashing is, I recommend that you scavenge up a copy of the Bible of Fraud, as it gives a more complete explanation of trashing techniques.

Some hints...

- Good places to trash are Flower Shops. They do a lot of phone orders, and instead of reaching your hand into chicken guts or the bag where they empty the ashtrays into, you can just root around in wilted flowers.

- Malls are not great places to trash. This is because of an increasing number of nosy security cops, and the fact that tenents at the mall have usually been lectured on security and shred their carbons.

The Bible of Fraud:

- Try and get all the information from a carbon that you can. If you find a business that requires all kinds of information (driver's license number, home address, etc), as my local Video World does, your in luck. Many places require all of this information.

- Trash around the beginning or end of the month. This is when many companies throw away their old files filled with carbons. You can also try the end of the week, as some stores clear out the weeks files then.

- FIND OUT WHEN TRASH DAY IS! Then come the evening before. If your going to find anything, find it then. On to the next section, Ordering.

Ordering

The key to ordering is the voice. That's all there is too it. If you sound like Mickey Mouse, better find someone else to order for you. Here are some tips on ordering...

o Do not be playing any music in the background.

o Keep the door closed in the room your ordering from, and whenever possible, order when your parents aren't home. This way, they won't hear your mother screaming at you to do chores, or some other stupid thing, and your mother won't hear you ordering (we wouldn't want her to do that, would we?

o If something goes wrong with the order (suspicious clerk, etc), or your asked for a piece of info you can't give, DO NOT HANG UP INSTANTLY. This instills great suspicion, suspicion of you. Far better it is to BS out of it and then hang up more polietly.

o If you give them the credit card number, and then something goes wrong (ie: you panic and hang up), throw away the number you gave them. It may be overly cautious, but you never know!

o Call (800) verification numbers from a pay-phone.

o Order from a payphone [One of my favorite techniques is to find a remote pay phone in which there is two or more phones, and order from one and leave the other off-hook. Then I give the guy the phone number of the off-hook phone. This is good because I have had instances in which I had a number that rang forever, and they called it while I was on! ("Sir, your phone is ringing...")]

o Never, ever, allow your voice to squeak.

Ok, I think that is about all that is really needed on ordering, so on to the next section: The Drop

The Drop Site

After you find the perfect card, and order perfectly, you've still got to pick it up. This is the most dangerous part, so it might be a good idea to find someone else to do it for you, but I doubt anyone would do it. Wear normal clothes and look normal. If you pull a cap over your eyes, wear dark sunglasses, etc they will probably remember you, and on the off chance that the Feds come interview these people they can give a MUCH better description. By far the best way to fraud is to find an isolated house that is vacant. Make sure that it is far enough away from your house that it won't cause suspicion, but close enough that when you come to check on your order every day you won't be too tired. If you drive your car to the drop site, use a little sense and park it a couple blocks away. Unfortunately, vacant houses are rare, and they do not stay vacant for long. Thus, another good way is to find a house in which no one is home in the daytime (this isn't so hot when you order special UPS [It's always a good idea to wait for regular UPS!], since they can't sign for it. If you cannot find a family that works, then you will just have to send it to any old house. Leave these people a note saying "Due to an error, some of the goods I ordered are coming to your house. I would appreciate you holding them for me." Then just come and pick them up (when doing this, wait for a week after your sure it'll be there. Coming back more than once would stick your face in their memory.

The only rule of the drop is: NEVER USE A PO BOX! Not only if you are caught will you get in more trouble, you are much more

likely to get caught. I cannot count how many times I've seen people get busted from a PO box because they keep on reusing the same one. Save yourself the trouble and expense, and the risk, and forget a PO Box. I'd hate to read about you in the paper.

On to the final section, Random Hints.

Random Hints

- Get rid of your carbons. Copy them on to a disk file, so they are easier to destroy (in case of emergency), and your parents won't chance upon them.

- Decide what you want to get before you get before you get it. If you need an Apple Cat 212 and and a ten meg for your board, get them and don't add a Hayes Mach /// joystick for Bill, a 212 upgrade for Sam, a...

- Lay low after a fraud. After you fraud something, wait a couple of weeks before you try anything else.

- Never keep any of the stuff that comes with the merchandise. Such as the invoice slip, etc. Destroy it immediately.

- Do not get greedy. That will only cause trouble. Fraud what YOU need, and only the essentials. If your friends want something, it's up to them to take the risk of getting it!

- Never use the same address, PO Box, etc., twice. In fact, only send something to a general area once.

- Sell whatever you can. Use the profits from that to buy the same stuff legally. (It makes things easier than destroying serial numbers, etc)

The Bible of Fraud:

- Computer stuff is the hardest to fraud. If you find yourself getting frustrated, fraud something easy but something that you can sell for a decent profit (Tennis rackets are great for this!)

- Don't flaunt what you get. Parents are VERY suspicious.

Hot Areas

You won't get busted. Rather, you won't get busted if the feds don't come into your area. If they start getting interested, and investigate your area, and then you attempt a fraud, you are busted. So wise up. If you see strange men in dark business suits and aviator sunglasses lounging around in front of your drop, or cars in government license plates are driving around your city, cool it. If you live in say, Los Angeles, you can get away with more than if you live in Crow's Neck, Montana. The reason is once they get interested in Crow's Neck, they can stake out the entire town, wheras in Los Angeles that is slightly difficult even for your friends and mine, the FBI. So, take the obvious course--let your area stay cool. Small frauds, spaced far apart will keep you safe. 5 ten megs to the same address in a week

won't.

The Media

You see the media constantly crowing about "Teenage 'HACKERS' in New Jersey Arrested", or "Irvine Youths Convicted of Five Counts of Mail and Wire Fraud", but the truth is that they don't make many busts, that's why they keep on blabbing about the ones they do make. But, if you read in the paper about your friend Bez Man being busted, and he lives five miles away, take it as a hint to start destroying documents, etc, etc... In other words, use the media as some sort of 'heat detector'. When they start crowing about law and order and computer crime, it's time to pack things up for a while. Likewise after a MAJOR bust, as the local cops will always be looking to get in on the glory.

The End

I hope that this file has been educational, and I wish you luck on any career of frauding. Don't get busted, and don't get greedy, and enjoy a long career of getting what you want--for free.

I would REALLY appreciate any feedback, and I'll give credit where credit is due, so leave me a message on any of the below listed boards.

If you didn't like this file. . .I don't really care (I've got enough things to worry about!)

HACKING/PHREAKING--THE DO'S AND DON'TS,THE WHY'S AND HOW'S BY:THE JESTER

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NOTE--ALL OF THE LAW'S AND DEFINTIONS CITED HEREIN ARE FOR THE STATE OF ILLINOIS.IF YOU LIVE IN ANOTHER STATE,I SUGGEST YOU GO TO YOUR LIBARY AND LOOK UP YOUR STATE LAW'S.

PREFACE:Firstly I will decribe the ways hackers go about hacking a system,then the current telephone law's and lastly the defintions of computers and other miscellaneous definions.

First off I would like to disspell a few myths.
1--You are a minor untill you are 19,emancipated or living without parant(s) or guardan.
2--Computer data and programs are property and therefore if taken without consent of the owner is grounds for prosecution.

THE WAY HACKERS HACK:
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SABOTAGE.
-Physicaly-abusing computers,data or magnetic medea.

-logicly-this includes removing of labels and titles from the storeage container or from the data itself.

-accidental-using a sititution wherein the computer

or data would be destroyed or damaged. (ie. setting fire to a pile of papers causing the sprinklers to go off ect.)

IMPERSINATION.
-impersinating a leagle user to gain access to the computer,data ect.

DATA DIDDLING.
-This method is done via phone-modem line and nessatates a knowlage of programing.The essance of this method is changeing the output to ones needs. (ie. You send your boss a note asking for a coffee break,he oks it and sends it back.Then you take advantage of the time it takes to get to you back and change the note to say that you can take 2 weeks off with pay.)

SUPERZAPPING.
-Superzapping is the use of a master program to bypass the safeguards.Many banks have superzap programs if the system freezes and they need to get into the accounts.

SCAVENGING.
-This is just like a undelete program.If a programer had a legal account all he would have to do is read the old info from the current disk or tape.
-Also scavenging is accomplished by looking through a companys garbage.Companys are alway throwing out old codes and information wich may be useful to a hacker.

WIRETAPPING.
-This is the gathering of information through a wire tap.

TRAPDOORS.
-These are master passes wich a programer put into the system so that if the company added more safeguards onto the system he would be able to enter the system later.

TROJAN HORSE.
-This is a program wich has been modified to suit the hackers needs.The hacker often adds a hidden subrutine wich will make his account bigger or make a file adding passwords to his access level everytime an action is executed(like logging on or accessing help files.)

ASYNCHRONOUS ATTACK.
-This method is made only by the most experanced hacker.It involves attacking the operating system by trying things that the operating system wasn't ready for(like lots of control charters to name one).The out come is usualy a crash but sometimes the system may allow the hacker to enter th system.

LOGIC BOMBS.
-This is nothing more than an order to delete files or data when a condition is met.These bombs can be set for days or even years later.

IT'S THE LAW:
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This will examin the current phone and computer law's for Illinois.

Unlawful use of a computer ocurrors when:
1--A person gains access to the use of a computer system without consent of the owner.
2--Knowingly alters or destroys programs or data without comsent of the owner.
3--Obtains use of,damages,or alters a computer system or any part there of.
4--Accesses any computer or computer system for the purpose of (1)-devising any scheme to defraud or (2)-obtains money,property or services by means of fraudulent pretances.

Sentance:
1-If convicted of part 1 or 2 sentance is,for less than $1,000 in damage,gulty of a petty offense.For damage of more than $1,000 in damage,is gulty of a class A misdemeanor.

2-If convicted of part 3 or 4 sentance is,for less than $1,000 in damage,is gulty of a class a misdemeanor.For more than $1,000 in damage,is gulty of a class 4 felony.

3-Also if you are found gulty and convicted the aggrieved person may have your equpment liquidated for $5,000 or the actual cost,wichever is greater and have you pay for their attorney.

Unlawful use of phone lines: Includes,swearing,calling and hanging up and other harasment whom- ever is convicted of said offence is gulity of a class b misdemeanor. Puting sluggs and tampering with a pay phone is also a class B misdemeanor.

Tapping lines,interfearing with phone messages and obtaing phone searvice with intent to defraud is a class A misdemeanor.

With intent to defraud:
Definition--
[A]-Charging phone service to a existing telephone number or credit card number without consent of the owner.
[B]-Charging said service to a false or nonexistent phone or credit card number.
[C]-Using a code or scheme to send or receive information.
[D]-Installing,rearanging or tampering with any equpment physicaly,acousticaly or electronicly.
[E]-Publishing the number or code of an existing,cancled or revoked credit device wich may be used to avoid payment of any lawful telephone charge.

[F]-Publishing plans,diagrams or methods for the construction of any device wich may be used to avoid payment of a lawful telephone charge.

If convicted of any of the above the punishmet is as a class A misdemeanor.

Felons,Misdemeanors:
Class A misdemeanor-punshable with up to 1 year in prison
Class b misdemeanor-punishable with up to 6 months in prison and/or a $300 fine.
Class 4 felon-punishable with 6 to 30 years in prison.

NEW LAWS:

At this wrighting a new bill is being proposed in the House of representives wich if passed as a law will restrict bbs' by making the sysop responsable for all of the messages and information and having the sysop keep a written log of users and messages.

RELAX:

A law pased before July 1 takes effect January 1 of the next year. A law passed afer July 1 take effect July first of next year. In both cases the General Assembly,by vote of 3/4 of the members, may elect to have the said law take effect earlyer or later.

I hope to have enlightened some of the users and board the rest.My advice is not to get cought.So be careful and don't do anything i wouldn't do.

Field Freak by Home boy

Field Phreaking

Introduction: The purpose of this manuscript is to introduce useful phreaking techniques. These techniques have been developed by the Third Cartel and have proved to be convenient and reliable.

Field Phreaking Kit:

The Field Phreaking Kit is a neccessity for the serious phreaker. Some so-called phreaks get all of their information including codes

from BBSs and have an ego big enough to call themselves phreaks. The real phreak acquires knowledge on his own through perseverence and ingenuity. Following is a list of useful items for your Phreaking Kit:

- Backpack: Get a nice one to hold all of your materials.
- Test Phone: Very Handy. We'll tell you how to get one or make one.
- Ratchet Set: Usually, you'll only need 7/16 and 3/8" size ratchets.
- Screwdrivers: Get medium and large screwdrivers, and a phillips head.
- Wire Cutters: Just in case you want to wipe out some lines.
- Pliers: For misc. stuff.
- Xacto or Pocket Knife: To strip or cut wires.
- Penlight: Nice and small; very useful for night work.
- Flashlight: If you need lots of light and have enough room in your pack.
- Gloves: Make sure you don't get shocked or leave your fingerprints around.
- Pencil and Paper: Write down locations, notes, numbers, etc.

The Third Cartel carries the following optional materials in their Field Kit:

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Walki-Talkies: For communications when yelling isn't possible or smart.

- Battery Operated Camara Flash: Good for flashing in someone's eyes at night Will blind a telco guy for a few seconds.
- Mace/Dog Repellant: Spray in someone's eyes if they give you trouble.
- Smoke Bomb: Helpful to divert attention or scare. [drop in telco car] [Mix 3 parts potassium nitrate with 2 parts sugar and melt]
- Matches: For smoke bomb or anything that is flammable.
- Bandana/Surgical Mask: Manholes are dusty; Wear these for easier breathing.

- Marker: Mark your "territory" on phone boxes.
- Fake Telco ID Card: Will make some people think that you work for telco.

Organize your kit so you know where everything is and can get something quickly when needed. You don't want to be fumbling for your mace when the gestapo is about to get you.

Test Phone:

The Test Phone is the most useful piece of equipment for Field Phreaking. You can try to sneak into a telco Plant Department [truckyard] and get a real test phone out of a truck like we did. If you'd rather not do this, don't worry; making your own test phone is ultra-easy.

First, get a telephone for your own purposes. Find the wire coming out of the phone that is supposed to go to the wall's modular jack. It should be at least three feet long for convienience. Cut off the modular jack at the end of the wire. Strip the wire, and there should be two or four small wires inside. Hook the two middle wires to alligator clips [preferably insulated]. You now have a test phone! Very easy, indeed. Now let's see if you hooked everything up ok. First find your phone box. It'll probably be on the outside of your house. It's farly small, and you might need the ratchet to open it up. Once you get it open, you should see some screws. These are the terminals for your phone

line. Hook the alligator clips to the two top terminals. If your phone is ok, you should get a dial tone. Once you know that your phone is working, a whole new world opens up to you! You can hook the phone up to your neighbor's terminal and call long distance or yell at the operator on their line. Be careful, though. You don't want to be talking to Sue in L.A. when your neighbors are home and awake. If they pick up the phone when you're already on, you could get into serious trouble. Of course, you could always listen in on them! If you want, you can hook wires up to your neighbor's terminal and lead them to your house. In case you didn't know, this is called Beige Boxing. You can then hack computers on their line, call Dial-A-Prayer, etc. Make sure to hide the wire well so that it won't be traced to your house!

Manholes:
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One way to get access to an abundance of phone lines is by getting into telco manholes. You don't want to accidentally get in a sewer manhole, so the first thing to do is find the differences between sewer and telephone manholes. If you have trouble with this, here's a few tips that might help:

- Telco manhole covers are usually larger and heavier than other covers.
- Telco manholes are scarce compared to sewer manholes. So if there are a lot of checkered manhole covers in your area, those are probably sewer manholes. If there are only a handful of unmarked manhole covers in your area, those probably contain phone lines.
- Go to your local telco Central Office [CO] and find out what the manhole covers look like there. Find manhole covers that look the same in other areas, and pick a convenient/safe manhole to explore.

Getting into a manhole is a different story. Here in the Denver area, it takes at least three people to get a manhole cover off. Hopefully it'll be easier to do in your area. To open the manhole, you'll probably need at least two crowbars [You could try using a pickaxe]. Get a group together to open the manhole, using 2 or more people with crowbars to slide the cover off. You might want to get a strong guy to push the manhole cover while the other people with crowbars support it. If you know of a tool that was made specifically for opening manholes, we'd appreciate it if you contacted us on some local Denver boards and told us about it. Likewise, if you have a better system for opening manholes, we'd be grateful for the information.

Once you get the manhole cover off, shine a flahlight down to see if there's a ladder going to the bottom. Try a different manhole if there's no ladder. If you want to go down a manhole, don't forget to wear a bandana or surgical mask over your mouth so that you don't choke on dust. Also bring a flashlight so you can see what you're doing. Many times, there'll be a few inches of water at the bottom, so you might also want to wear boots.

Down in the manhole, you might find some equipment or manuals. Go ahead and take them if you want; you deserve it! There should be some very large ABS plastic tubes going across the "room" you're in. The phone lines are inside these tubes. Attached to this tubing there will be some short, wide plastic cylinders. There'll be screws holding these cylinders on to the tubing. You'll need either a screwdriver or a ratchet to open a cylinder. If you happen to get a cylinder open, congratulations! You now have access to countless phone lines! We'll leave it to you to figure out what to do with all of those wires. Surely you'll figure something out! [snip, snip!]

Exploring Telco Building Sites:
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One of the best ways to get information about telco is by going to a Central Office near you, exploring the trucks in a Plant Department, or "visiting" other telco buildings. The phone company is careless in many ways. They leave important, yet unshredded documents and computer printouts in their open DUMPSTERS.

Their cars, vans, and repair vehicles are almost always left unlocked. Inside their vehicles one can usually find manuals, test phones, computer cards [usually for mainframes, almost never for personal comuters], nice tool sets, etc.! It's almost as if they *want* to be ripped off! They deserve bad treatment just for their negligence. If possible, we like to be courteous to individual employees of telco. Most employees are fairly amiable and don't deserve trouble. It's the beuracracy of telco that deserves to be manhandled. Cheap practices such as monopolizing and the overpricing of services is the general reason why we phreaks do what we do with such determination. On with the show.

Exploring Dumpters: Looking inside telco dumpters is probably the easiest way to acquire useful information. Typycally, dumpters will be found outside a Central Office. They are usually left open for the world to see. It's a good idea to check a dumpster near you every day or two. You want to get your printouts and such before they go to the garbage dump. Make sure that you aren't pulling stuff out of the dumpster when the employees get out for the day! If possible, check the dumpster after closing hours just to be safe. But it's usually ok to get stuff out of it during working hours. You should find a lot of useful information, including computer numbers, if you consistently check the dumpsters.

Exploring Plant Departments: Plant Department is just a strange name telco made for a truckyard. You might need your 'ol wire cutters for this job. Plan to stay up late for this mission, too. Around here, at least, the Plant Department doesn't close until 11:30 to 11:45 p.m. If your local Plant Department isn't bound by barbed-wire fences, you're lucky. If, unfortunately, it's like ours, you'll have to find a way to get in. First, try to find breaks in the fence where you might be able to slip through. If this isn't possible, and you can't climb over the fence because there's barbed-wire at the top, get out the [gasp!] wire cutters. Cut the barbed-wire and climb over the fence. Quietly move around the truck yard, opening various trucks, taking whatever you want. Although it might be hard, try to control yourself. Only take one item per truck so that the fools don't get suspicious. You don't ever want them to get suspicious, or you'll never be able to go back without fearing that they might be watching the truckyard for intruders. Just take a testphone and a few handy manuals. The testphone is usually in the back behind the passenger's seat. Manuals should be in the glove compartment or between the two front seats. The rest of the gadgets in the trucks have little or no practical uses for phreaks. Too bad. Be cool and don't take anything you don't need. Correction: Don't take anything you don't *really* want. Have phun with this, and please let us know if you find any useful gadgets in a telco truck. We'd like to hear from you! Look for a Field Phreaking II file soon. It should be Manuscript III.

The Telephone Works: by Egghead Dude

Welcome to CHiNA Educational InfoFile Series II, # 3.
Once again, be looking for new files weekly for the next few weeks

until school starts again. And contrary to Megaton Man's belief, we are still very much alive and in production. If he tells you otherwise, kindly call him a peasant and tell him to fuck himself...if you want. Enjoy!

Here are the standards in Telephone Color Coding:

Telephone circuits are paired as 'tip' and 'ring' wires. On POTS (plain old telephone service) tip is 0 volts and ring is -48 volts (tip is not 'ground' though as it is a blanced line). The pairs must be distinguishable from one another easily so they are colour coded. The colour of the wire indicates whether it is tip or ring. In a quad wire green and black are tip while red and yellow are ring.

pair#	tip colour	ring colour
1	white	blue
2	white	orange
3	white	green
4	white	brown
5	white	slate (silver)
6	red	blue
7	red	orange
8	red	green
9	red	brown
10	red	slate
11	black	blue
12	black	orange
13	black	green
14	black	brown
15	black	slate
16	yellow	blue
17	yellow	orange
18	yellow	green
19	yellow	brown
20	yellow	slate
21	violet (purple)	blue
22	violet	orange
23	violet	green
24	violet	brown
25	violet	slate

An individual wire is identified by it's colour and the colour of it's stripe. The main colour determines whether it is tip or ring while the stripe identifies it's pair (i.e. a black

wire with a blue stripe is tip of pair 11). In many cables the stripe is missing in which case the pairs are distinguished by the way they are twisted, by pulling back the sheath pairs are more obvious.

As you can see there are only 5 tip colors and 5 ring colours (5 x 5 = 25). a 100 pair cable is made up of four of these 25 pair bundles. The first bundle is wrapped by a white/blue binder string, the second by a white/orange binder, the third by a white/green and the fourth by a white/brown. This scheme can be extended infinitum.

Some folks think that the order is:

Pair	Tip	Ring
1	RED	GRN
2	YEL	BLK
3	BLU	WHT,

and that the 1st pair was backwards in a modular connector

compared to the rest.

Wrong. The polarity is off. Modular connectors reverse the polarity so they make the issue pretty confusing. A modular line cord (that is a properly made _telephone_ line cord) has a flat topology such that when laid on a table the top of both connectors is up. This means that a reversal (polarity wise) takes place. Tip becomes ring on all pairs (the wire is a ribbon in theory). the top of both connectors is up. A 'set' jack (the one inside the telephone) is wired backwards to compensate.

In addition, the system employed throughout the (used-to-be) Bell System was actually very simple. There wer five colors assigned to "tip" and five colors assigned to "ring". This gives a total combination of twenty-five pairs (very convenient!).

The colors assigned to the "tip" are;

white wt
red rd
black bk
yellow yl
violet vi

The colors assigned to the "ring" are;

blue bl
orange or
green gr
brown br
slate sl (sometimes mistakenly called gray)

Standard phone convention is to identify the "tip" first and then the "ring" when referring to a pair. Thus, the first five pairs of a telephone cable are the "white" pairs;

white/blue wt/bl
white/orange wt/or
white/green wt/gr
white/brown wt/bn
white/slate wt/sl

The next five are the "red" pairs:

red/blue rd/bl
red/orange rd/or
red/green rd/gr
red/brown rd/bn
red/slate rd/sl

And so on, until all twenty five pairs are identified. What happens when there are more than twenty-five pairs in a cable? Simple, enclose each twenty-five pair group in a color coded binder. And guess what the color coding is for the binder. Yep, the same as the wires in the binder. The first binder group is the "white/blue" binder the second is the "white/orange" binder, and so on. If it is necessary to refer to the twenty-sixth pair of a fifty pair cable it is referred to as "two white/blue" or 2-wt/bl. The seventy-ninth pair in a one-hundred pair cable is called "four white/brown" or 4-wt/bn. This all holds true for the first twenty-four binders in a cable. The twenty-fifth binder is a little different, and my recollection is a little hazy but I believe the binder colors are white-white-blue. Yes that's two whites and a blue. It might be two blues and a white. It's been a long time since I was in a cable over six hundred pairs. One thing I know for sure is that

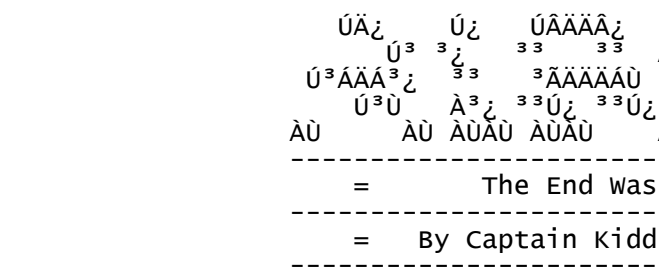
they double up on one of the binder colors after the twenty-fourth binder group.

There is also a convention for the positioning the pairs on connecting blocks. The Ring is usually on the Right and the Tip is usually on the Top. As you can see there is a pattern here, Ring-Red-Right and Tip-Top. I guess this was done to make it easier for us dumbinstallers to remember! |-)

The only difference in the color coding between telephone cable (the stuff used outside and strung along poles or underground in conduit) and telephone inside wiring (the gray colored stuff in the walls and up in the ceiling) is that the inside wire has each pair traced with the color of its mate. That is, the first pair is a white wire with a blue tracer and its mate is blue with a white tracer. This is done to avoid "splitting" a pair. Splitting is getting the ring of one pair and the tip of another. In outside phone cable each pair is twisted with its mate and the chances

of splitting a pair are not as great (although it's been known to happen ;-)).

With wiring done inside a house, a little history is in order. Back when we had party-lines,(I know, we still do, but very few still in service and none available for new service) three wires were necessary because a ground was required to make the bell ring. So, the original phone wiring had three conductors, red, green and yellow. Red and green were ring and tip respectively and yellow was the ground. Then people started getting away from party lines and into princess and trimline phones with lights in the dial. The yellow was no longer the ground and a black wire was added and the yellow and black were used to supply power for the lamps from a small transformer. Time marches on, and now people are getting second lines installed in their homes. Since the new phones get the power for their lamps from the phone line directly, the yellow and black are now "spare". The yellow is usually the ring and black is the tip. Of course, houses that have been pre-wired with six-pair inside wire would normally have line 1 on the white/blue pair and line 2 on the white/orange pair. In many pre-wire installations I have found that the sixth pair (red/blue) was used for transformer power, although I don't believe that was ever an official practice.



After several months of thinking about the group I have decided to let Al.P.H.A total die out! Al.P.H.A started in late 90 and was a very small group of people that wanted to make Utah a better place.. The group was started by Doc Silicon and myself.. We were known as Utah most elite hackers and phreakers.. The glory was nice and you couldn't beat the fame.. Well we added a few members to our ranks such as Christopher Columbus, Black Beard, Jester (AKA Cyberdeamon) and Falcon not to even talk about our LD contacts, which will remain nameless to protect them.. Well back in late 90, early 1991 Black Beard as well as Chris left the modem world as well as the group. Then in early 1991 Falcon got busted for Anarchy, so he also left the group.. Well this left Doc, Jester and myself, then jester got involved with women and cars and also bailed out of the group.. Well now we were back to the two founding members of Al.P.H.A.. We were still passing codez and systems left and right, then back in march of 1991 I got busted for phreaking, I couldn't believe that Captain Kidd went down for phreaking.. I should of never trusted a system I got from a beginner (Dr. LOGiX).. I got fined and a slap on the hand and a lot of bull shit threats, but that was about it.. Still the fines were enough for me to stop phreaking for life..

Then came to Doc Silicon leaving for School and that would cut the members by 50%, so we decided to let in 2 Utah users, and I'm sure you all remember them as Quicksilver and Raven.. Well after Doc left for school the group came to a stand still.. We

were still hacking but that was about it.. Now Quicksilver is in Boot Camp and I don't talk to Raven much anymore so It's time for the Al.P.H.A to lay down and rest..

I just want to take a few and thank some of the people that made Al.P.H.A and Utah what it is today..

Doc Silicon: My Partner in Crime and co founder of Al.P.H.A. Clint, we did have a lot of fun and made some killer free call's as well as everything else we did.. Dude, keep the spirit and be careful.. Getting busted was what made me wake up and smell the coffee. Maybe when you get home we can try another FBI call aye?

Space Ace: Dude I'm sure you'll never see this, but it was you that got me into this game we played.. You also got popped for phreaking and I should of listened then and stopped while I was ahead..

Black Beard: Geoff, we did have a lot of fun with the warz between our boards aye? Hope to see you back in the pirating world soon..

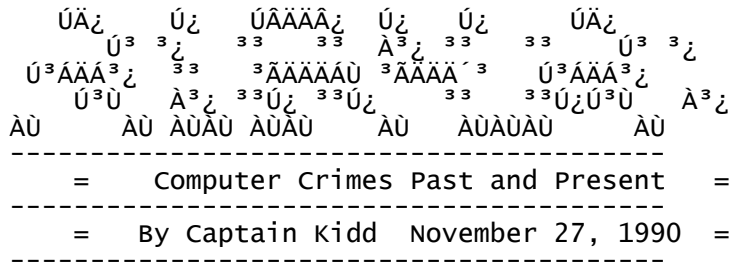
Jester: Billy, you came and went so often no one could keep track of you.. I hope to see you and meet your ass someday..

The Doctor: J. I remember when you first started pirating, man you were such a lamer and all the fucking warz we had were great.. I'm glad we got our shit together and became friends.. Take care and I'll see you in the pirate world..

Well I'm sure I missed several people.. I just wanted to touch on a few of Utah greater modemers...

This is not my goodbye, but I must wake up and finely grow up.. I will no longer be phreaking and hacking... I've giving it up for good... I'll still be in the pirate world, but I just wanted to let the world know that Al.P.H.A has tuned in there

keyboard and is no longer around.. Take care all and keep in touch...



There is a great deal of Computer Crimes going on in the world today. We have had several groups taking down, as well as several boards. Maybe evenyou had a friend that was busted. This file will deal with Computer crimes in it's fullest. Some of the information will be current and some past.

PIRATING

The Cracking, Passing, Coping of Copy Righted Software must be one of the major computer crimes in the world. We have several groups know as CRACKERS that will get a game when it first comes out and crack it (Break the Copy Protection) and have the Slave or Couriers, The Person that Distribute the software to the major boards across the nation and then other users will download and upload this software to a number of BBS's (Bulletin Boards Systems). The art of pirating software cost the manufactures millions of dollars in sales each and every year.

A few Quoits.

Mary Jan Saunders (Source of SPA (Software Publishers Association) in Washington)
"Trading or Reselling Software without authorization from The

Developer (A Copy Right Validation) results in $1.2 Billion to $2.0 Billion in lost sales."

David Bradford (Senior Counsel at Novel Inc. Prove Utah)
"It's fair to say we lose Millions of Dollars each year because of Piracy.

Some may ask what the fine for pirating is. Well according to Mrs Saunders it could result in a $50,000 fine and or 5 year in Jail. This is a high price to pay for the newest version of Turbo C++ or the newest release from Data-East. I'm not putting Piracy down nor am I building it up. I just thought I few people might like to know a little more about the penalties of Pirating Copy Righted Software.

A System Operator (SysOp) has the most to lose. He/She in the source in this crime. I have seen a few good boards go down due to computer related crimes. The SysOp is kind of like the Drug Dealer, with out him the major part of Pirating would be history. My source tell me 90% of the bust on the pirates are due to the fact they have high Price Business Software on Line, or high price Programming Languages. You hardly ever hear of a strictly wares board going down due to a bust, if the SysOp get busted with Copy Righted files on there board, thay can have there computer taking away and also may be cheaged fines and or a Jail term. Running a Pirated board is a very dangerious thing to do. Even if a few boards drop someone else will take there place. You can never stop Pirating, it's here to stay.

The next section of this file will talk about Hacking, Phreaking and Carding.

Hacking, Phreaking, Carding.

First off I'm not going to go into detail on any of the above subjects. This file is written to enplane the crimes involved with these subjects.

I remember when the term hacking was meant as software hacking, now it's a whole other ledge. Hacking is where you break into other systems and change or delete information. Or even add a virus to there system.

TWR is one of the largest targerts for hackers. They like to play with others info and change it, or just get the Credit Card Numbers and use them for there own use, Hacking TRW is Hacking and Carding combine, for the most part. When you are hacking something like TRW, you have a very short time to be on lime, befor they start tracing.

Phreaking is where you still other peoples LD operating Codes (or Phone Cards is you prefer) and make FREE ld calls. This is very dangerous and you can get caught very easy. I personal know 2 people that get BUSTED phreaking. Both had there computer seized. One was a local user and the other was a major LD user. I'm going to leave both users nameless.

People obtain thess illegal access codez via VMBs (Voice Message Boxes) or via BBSs. A large number of boards have a Phreaking section and will have Codez and Cardz on line for the users to play with.

This is the main reason I ran Hacking, Phreaking and Carding together, in a small way they are all one in the same. Meny text files have been done on all the above crimes, saome are how to's

and others are like this one, just totaly information.

Operation Sun-Devil

On May 9th and 10th of 1990, 30 Search warrants were enforced in 13 cities. Some say this is not the END of it. I fell we will have some more bust of the same in the near future. The 13 city were. Chicago, Cincinnati, Detroit, Newark, New York, Phoenix, Pittsburgh, Plano, Richmond, San Diego and San Jose.

Several boards got busted and a lot of others went down, most of them to return a few months later, but taking on a whole new look. I will leave all the boards that got busted as well as he ones that went down and back up nameless. I fell you can research this info for your self. I don't want any SysOp or user for that fact getting pissed at me for this Information file, due to the fact I mentioned there name.

All of the above boards that got busted, were involved in Pirating, Phreaking and Hacking. It was a day to remember when all this happended, 100's of people were scard shitless thats why so meny boards droped. It make the National News as well of the Local News and the papers. Operation Sun-Devel will go down as one of the biggest computers crime busts in history. It's to my understanding they are still working to take down several others that are involved in thess Crimes.

Now I guess it's time to talk about the lowest form of computer crime there is, and that's Carding (Users stolen Credit Cards to buy stuff for your self). This is not just a computer crime, but several boards have Credit Cards on there system. If not posted, a few users will be willing to trade several items for Cards. I have never had any dealing with CC's other than a Utah user/lamer by the name of Matt Goldsberry aka Lord Dread aka Sid Viscous. The one and only reason I mention this ASS HOLE, is due to the fact he's a fucking lamer and we all should rag on his ass. Operation Sun Devil also dealt with Credit Card Fraud. As well as the LoD bust back in 1988. LoD stood for Legion of Doom, a 150 Member group that ran strong for 6 years, back in 1988 several members were busted, for tampering with 911, phreaking and Carding. To date as far as I can tell LoD is no longer. Carding is the one computer crime, that I fell no one should every play with.

Carding is one of thoss subjects you can talk about for hours, the person mention above got busted for carding. He never served a day in jail, just probation, he was a minor, so he got off pretty easy.

Closing Note

I've taking about Pirating, Phreaking, Hacking, and Carding. Some people fell they are one in the same. In a way I suppose they are right. Swiping Software via Pirating, is just as bad as

Calling LD for free, and hacking in TRW and chancing data is just as bad a carding a HST. This file was done to let all users now a little more about the computer crimes that go on today. I'm not praising or putting down, any or all of these crimes. It's up to the people if they want to deal with either one of this crimes. It's a free world, do as you please, but my advice to all would be stay out of carding, because when you play with fire your gonna get bured.

Special Thanks.

Doc Sillions	- My Painter in Crime - Keep up the good work Doc.
Phrack World News	- Operation Sun Devil - Now one does it like Phrack
The Shattered Image	- LoD Bust Phile - Lost of good Info about the LoD Bust.

HOW TO GET $30 A DAY FROM AT&T - By: Tesla

You can earn $30 per day from the local BELL payphone and AT&T will be the ones paying it. AND even if you get caught, which you won't, there is nothing that can be done, thanks to the FCC and AT&T's current ILLEGAL monopoly on DIAL-1 calls from BELL PAY TELEPHONES

This article was written in retaliation for FEDERAL CRIMINAL COURT CASE #93-133 in the US DISTRICT COURT of WESTERN PENNSYLVANIA titled, "USA vs KEITH MAYDAK ET AL" This case is based on fraudulent and false claims by AT&T. We will not tolerate this. Be advised, Keith Maydak does not condone stealing from AT&T nor has he authorized this notation. We have taken it upon ourselves to spread the word that AT&T is a giant rip-off.

It's all part of the I-SCAM! The AT&T I-SCAM. I is for IDIOT. Idiot=anyone who has AT&T for dial-1 long distance.
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Okay, I don't know if you know this, but AT&T is the long-distance carrier at all GTE, BELL, and ALLTEL pay telephones when it comes to DIAL-1 CALLS. Even if you dial 10222(MCI)+1+ACN, AT&T gets paid

for the call. EVEN IF THE PHONE SAYS MCI, IT'S STILL AT&T. This is due to, "technical limitations on coin telephones"

HELLO!!!!!!! AT&T BUILT THE GODDAM SYSTEM, WHY CAN'T THEY CHANGE IT?

They could, they won't, why should they? They build the ESS SWITCH! WHY SHOULD THEY MAKE IT SO DIAL 1 CAN BE ACCESSED BY ALL. ENOUGH, let's learn how to get money.

Okay, dial this from your local pay station: 011-871-1101101# The Operator will come on confused and say something like, "$32.70 please" or "what are you calling" If she doesn't tell you the rate, ask her.

It's usually anywhere from $28.50 to $33.00 depending on where you are. Why so much? It's a boat. And this is the rate.

NOW HANG UP!

Now, call 10288-0 wait for the operator. Ask for a supervisor. (NOTE: YOU DON'T HAVE TO, BUT the regular operator will just listen to your story and put her supervisor on, so just do it this way.)

AT&T: Service assistant, may I help you?

YOU: Yes, this is absurd. I called this number and the AT&T operator said it was $32.00 (or whatever the rate is). She made me put $3.00 in at a time and then connected the call. Right after the call answered the party was disconnected. I didn't get my money back.
AT&T: Umm, yeah, right. What number did you dial
YOU: 011-871-1101-101 Check the rate.
AT&T: <<Shocked>> Okay sir, we'll mail you a refund, what is your name and address?
YOU: NAME & ADDRESS (go ahead, don't be shy, they'll mail your money, they have to, FCC RULES SECTION 47 of US CODE)

Do this daily from different pay stations.

PROBLEMS:
Okay, AT&T operators are all mean and will give you shit. You need to be prepared to answer some questions.

AT&T: We don't have a call that much, are you sure it was AT&T?
YOU: Yes, it says, "AT&T" they operator said, "AT&T may I help you."

AT&T: I can't make a check that high. (she's right)
YOU: Can you send two checks for $15 each (that she can do)

AT&T: Where did you get all the change?
YOU: I don't like being called a liar, what was your name again? The store here had no problem giving it to me! This is absurd.

AT&T: I talked to you yesterday.
YOU: Yes, it happened yesterday too.

AT&T: We'll send a man out to check the payphone.
YOU: Good. That's a good idea. In the mean time, can you put in for my refund? (they can't send a man, it ain't there phone)

AT&T: I requested a refund, but they will look into it.

YOU: I hope they do. (they won't)

NOTES: ALWAYS GET HER OPERATOR NUMBER
If you don't get your $30.00 bitch. Even go to the FCC.
Some operators just don't put in for it. We have done
this over 300 times for a profit of $10,000. Nearly 90%
send your money especially if you are pissed.

AT&T issues over 10,000 refunds per week and it's all
automatic. Do not worry about them adding this all up.
There's nothing they can do. They can't accuse you of
lying, they could be sued. IT's never happened, but if
it does, remember:

1. They have no clue how much money is in the payphone
2. It ain't there phone
3. They are required to send the refund by law
4. The only people who ever get busted are those who
admit shit; why do you think Feds and cops always
tell you they have evidence you better talk. If they
had enough to convict you, they wouldn't want you to
talk.

HOWEVER, THIS WORKS FINE EVERYTIME

And, don't feel bad. AT&T does not deserve to profit from payphones. They are theives. Scamming crooks. THEY HAVE AN ILLEGAL MONOPOLY ON PAY TELEPHONES!

Give this to all your phriends as it's just another part of AT&T's way to rip off the world: THE I SCAM. I FOR IDIOT.

ATTN: AT&T EMPLOYEES: GO AHEAD GIVE THIS TO CORPORATE SECURITY. BETTER YET, WE'LL FAX IT TO THEM FOR YOU! I HATE TO TELL YOU PEOPLE, BUT CORPORATE SECURITY GESTAPO ARE NOT POLICE THEY HAVE NO AUTHORITY. NO-ONE IS AFRAID OF THEM. ALSO, REMEMBER, OUR GOOD ARTICLES AREN'T OUT YET. THEY WILL BE. COMING SOON FROM TESLA, THANKS TO AT&T. WE'LL SEE YOU IN BANKRUPTCY COURT. BASTARDS.

Pirates Bust. By Time Bandit

Let me start off by introduce myself. My name is Time Bandit. I'm part of the BOM (Brotherhood of Modemers). We founded ourself in the early part of 93. We Have a lot of connections, both in Canada, The US, a few in Switzerland and The Netherlands. Our gaol is to look out for all out fellow Modemers. When we hear of a major bust that is going to take place Myself as well as Net Runner will try and call a few boards and pass the info along.

The main problem is. 90% of the sysops will not take us serious. I know of a few boards that got busted because the sysop would not listen to us. I also know of several that are still striving due to a good tip from us.

In the next 2 weeks we will try and contact one or two boards in each of the states listen and pass this info along. If you are one of the boards we call please take the time to read this letter and pass the information along to your fellow sysops.

The Targeted States.

Several Boards around the world have been getting busted. I know for a fact that the FBI as well as SPA are on the look out for several boards. Here is a list of some of the States that they are going to be targeting.

Arizona
Georgia
Kentucky
New Jersey
New York
Missouri
Ohio
Ontario (Canada)
Pennsylvania
Quebec (Canada)
San Francisco
Utah

What you should look out for.

Now sit down, shut up and listen. Our Informant with the SPA (I doubt you'll believe me, but we do have one), Tells us the people that will try to get access to your boards will used the Handel Blue, Black or Green something (IE: Blue Diamond, Black Hawk, Green Hornet) He'll say he is calling from Kentucky, New York or Utah, doubtful he'll use the state he is calling, but you never know. His name will be Fred, Bill, Jeff, something (IE:

Fred Williams, Bill Tucker, Jeff Smith), and his phone number will be AC-968-XXXX (IE: 606-968-1111, 212-968-1111, 801-968-1111).

Now if I were any of you sysops I'd be keeping an eye out for this person or persons. To our understanding they want to make 1993 the best year for boards getting busted. They are looking for boards that support HPCA as well as pirating software. Word Perfect and Microsoft are really getting pissed that they software is being spread. I know Word Perfect is paying rewards for any information leading to a bust of a board with there software on it. Now listen Utah People, don't go and get greedy and turn in your local pirate

board for a quick cash fix.

The Code

When I first starting pirating almost 5 years ago, there was a code among pirates. You never turned in your brother no mater if your ass was on the line or not. You would never trash talk another board, you would always be there to lend a helping hand if your bother went down. We here at BOM still fell the same way. We get very pissed off at all the so called cracking groups. I know PHUCK was a well know crashing group as well as SWAT. Now there were others groups that got off by uploading V&T's to your board. No mater how pissed off a sysop or user makes you it makes little to no sense to crash his board.

The Brotherhood

We are a small group of pirates. There are 4 of us right now. Time Bandit, Net Runner, Star Rider and XTC. We are always on the lookout for fellow Modemers that are willing to live up to our code. We don't want Fame and Glory, we just want the warez to stay alive. We do not phreak, well 3 of us don't. We spend out hard earned cash to call boards and pass this info along. You may thing this is just a bunch of shit. Most people have never heard of us, but I'd be at least one or two people from each and ever state has heard of the brother hood. If you think you have what it takes to belong to the Brotherhood, contact one of us.

12/15/93
Time Bandit

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>>>>>>>>>>>>>>HOPEFULLY KIMBLES' LAST TRY!
HE WILL TRY TO BUST THE WHOLE AMIGA SCENE!
DONT LAUGH BUT BETTER READ THIS DAMN FAST!
READ THIS AND GET THE INFORMATIONS YERSELF
==========

>>>>>>> BUSTS WILL FOLLOW <<<<<<<<<

READ THIS!

TWO MESSAGES FROM KIMBLES BOARD HOUSE OF COOLNESS:

Date : Fri Nov 19 21:52:16 1993 Number: 3106
To : Cxnsorxd (ALL) Recv'd: No
From : BITBUG Status: Public Message
Subject: NUPS AND NUMBERS!

hello, i need the newuserpasswords and numbers of following boards, every working number and pw will be homored with a working cc.....

the ghetto
nirvana
house of pain
danse macabre

pirate haven
skull buggery
the edge
end of the world
sanctuary
mirage
gates of assgard
sanctuary
lithium
ice station
road to nowhere

the first who gives me working nup and number will be honored!!!
it must look like this:

THE GHETTO.....510-682-2342.....NUP: ?????

and make 100% sure that the stuff you post me works, otherwise
forget it!

Date   : Sat Nov 20 13:21:02 1993   Number: 3140
To   : Cxnsorxd (ALL)   Recv'd: No
From   : BITBUG   Status: Public Message
Subject: the megaoffer!!

i am in a big need of all kinds of accounts in the usa!!!
if you have an account on any usa bbs that is still working but you never use it ,then give it to me....for every valid account you get 3 virgin at&t make accounts, get me accounts, accounts accounts accounts...... write the accounts like this:

BBSNAME.....NUMBER.....ACCOUNT.....PASSWORD

not important how good the bbs is, gimme your accounts for valid cards!

!IMPORTANT! READ THIS!

KIMBLE (ALIAS TOAYAX/BITBUG/ETC.) IS WORKING ON A BIG THING WITH SOME DUDES FROM THE GRAVENREUTH TEAM AND SOME SOFTWAREFIRMS.. (AND ALSO THE POLICE I THINK) I DONT KNOW MUCH ABOUT THIS BUT I KNOW THAT THEY WILL TRY TO BUST THE WHOLE PIRATE SCENE IN A BIG MOVE!

THEY WANT TO CLOSE ALL BOADS WHICH THEY CAN GET! THEY ARE TIRED OF JUST GETTING ONE BOARD OF HUNDRETS TO BUST.. >>>>>THEY WANT THE WHOLE AMIGA PIRATE SCENE DOWN! AS YOU READ ABOVE KIMBLE (KIM SCHMITZ) IS SEARCHIN' FOR ACCOUNTS ON PIRATE BBS TO GET ALL INFORMATIONS OUT OF THAT BBS AND TO HAVE THE POSSIBILITIES TO CLOSE IT THEN!!!!

....

I CAN JUST WARN YOU ALL OUT THERE! BE SURE THAT YOU DONT LET EVERYONE ON YER BBS WHO CLAIMS TO BE SOMEONE HE ISNT.. AND BETTER C-H-A-N-G-E THE NUPS NOW OR EVEN DONT LET ANY NEW USERS ON.. AND CHECK THE OLD ONES!

AND AS YOU HAVE A BRAIN YOURSELF MAKE THE RIGHT DECISION FOR YOU!
I AM NOT THE ONE TO DO THIS FOR YOU..

.....JUST HERE FOR A BETTER FUTURE.....

AMIGA #1 --- PIRATES NEVER GIVE UP ---

Wrap Up - Time Bandit

Well you'll have to say this is one of the biggest H/P/C/A mags you have ever seen. I have put a lot of time and effort into this very large file. As you know I made four parts to this awesome file. We were going to add more to the end of this, but it's getting so damn hugh, we thought we'd ednd it here.

Well anyways, I have some of you people will enjoy the hell out of this, I know you'll never see one this good again.

Happy reading.....!.....